

Two Planar Layer Foldy-Lax Simulator

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- ▶ If it were easy, it would be in *Gradshteyn & Ryzhik*

The Solution

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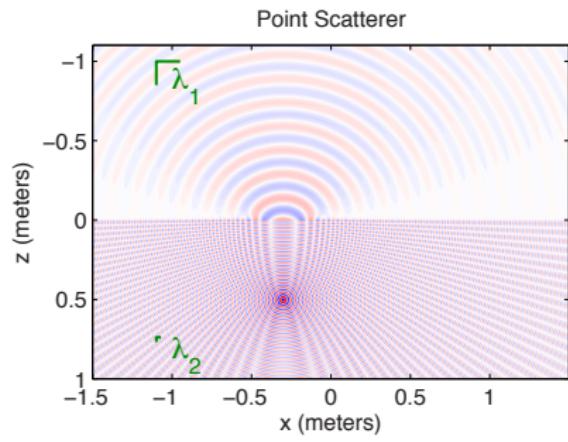
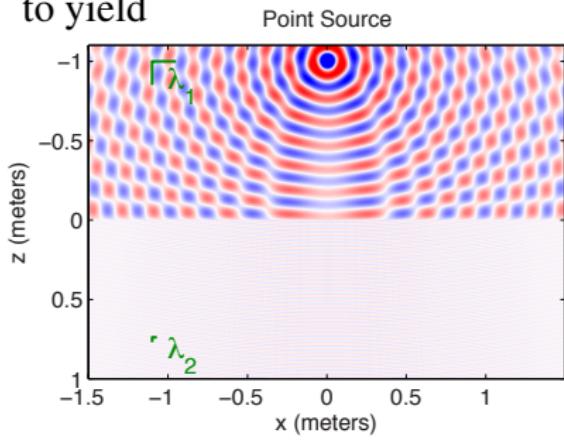
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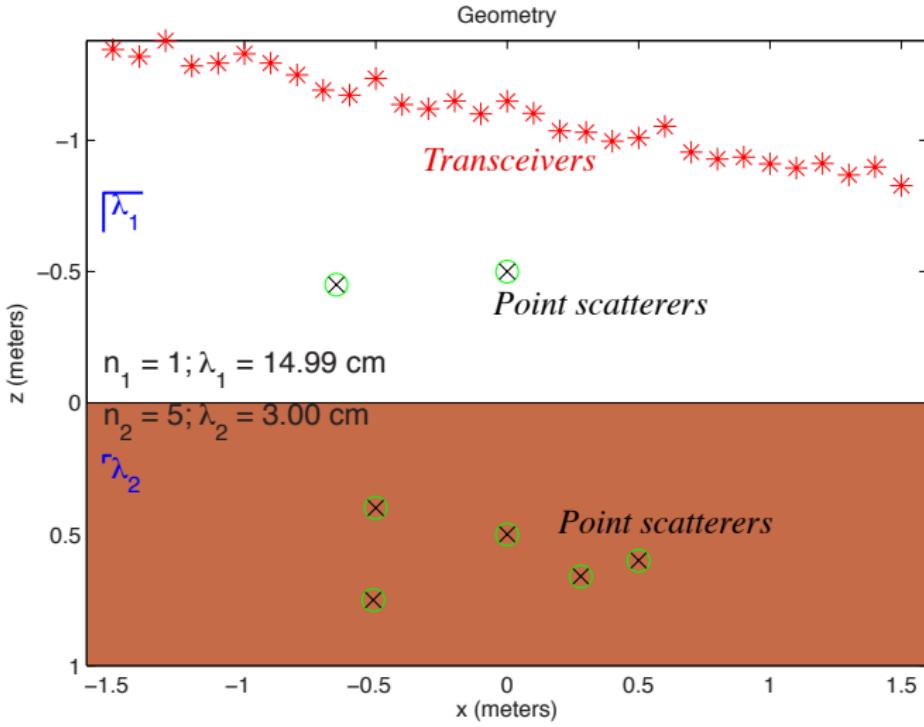
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to yield

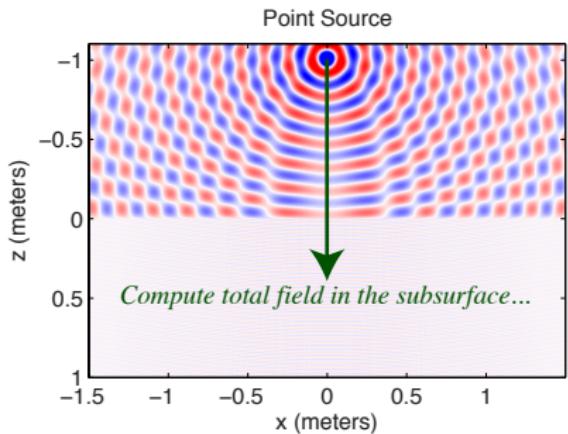


Proof-of-Concept Multistatic Geometry

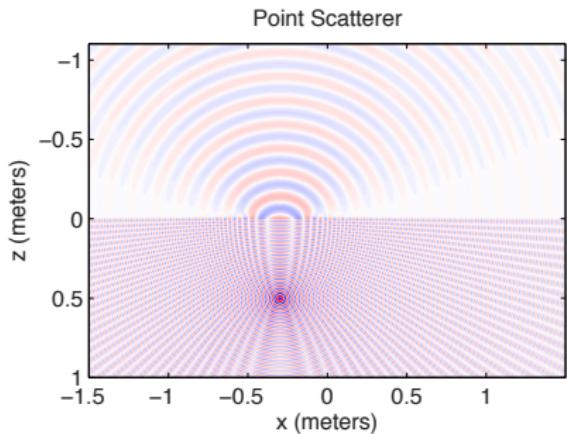


Foldy-Lax

Foldy-Lax theory:

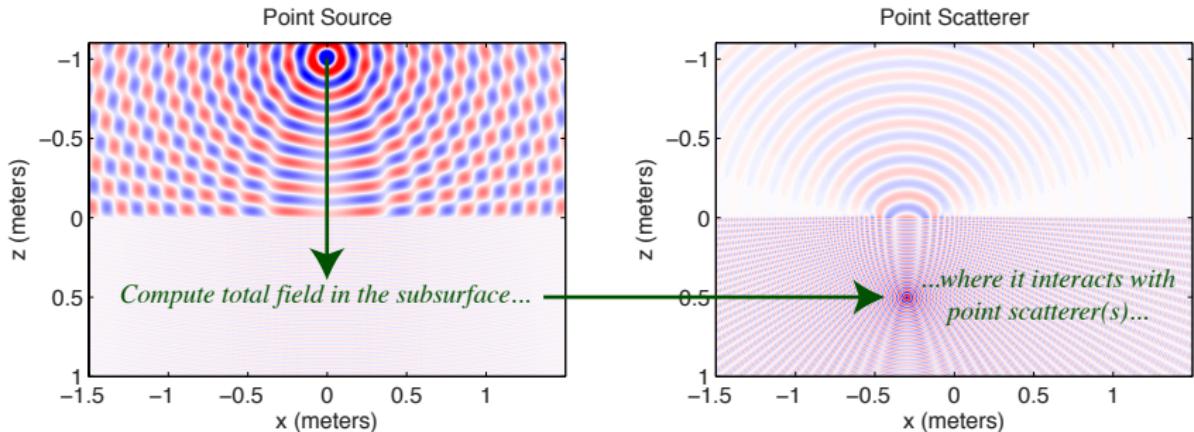


$$\psi^{tot}(\mathbf{r}, \mathbf{R}_n^t, \omega) = \psi^{inc}(\mathbf{r}, \mathbf{R}_n^t, \omega) + k_0^2 \sum_j \tau_j \mathbf{G}(\mathbf{r}, \mathbf{r}_j, \omega) \psi^{tot}(\mathbf{r}_j, \mathbf{R}_n^t, \omega)$$



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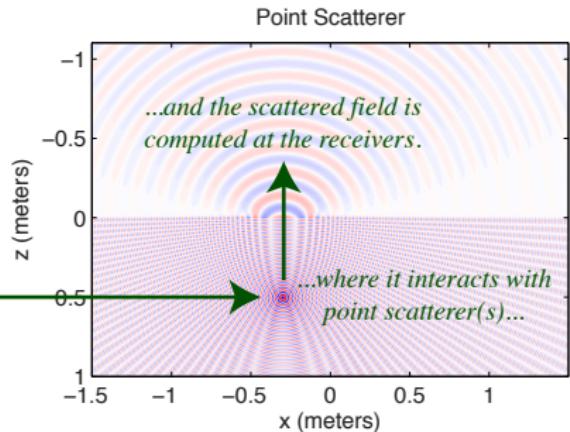
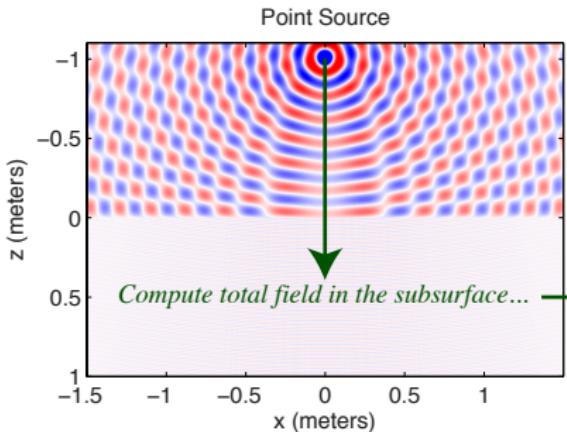


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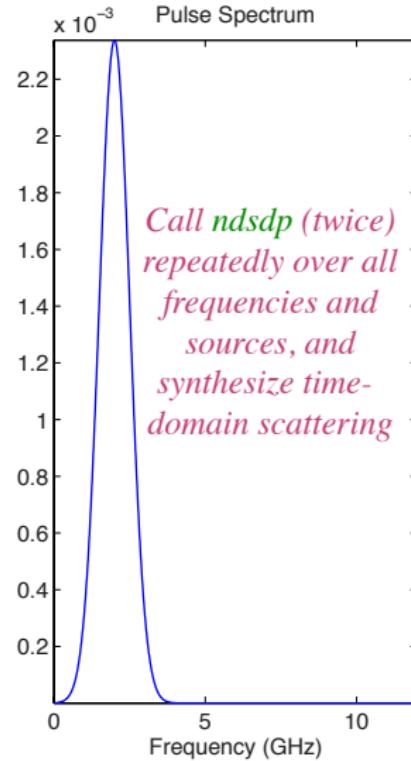
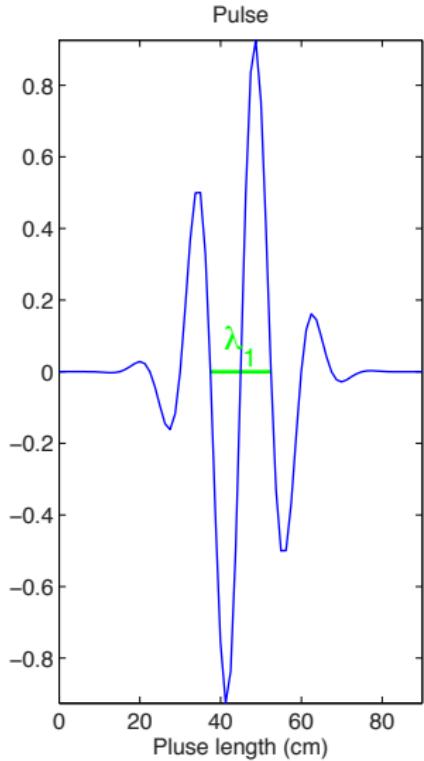


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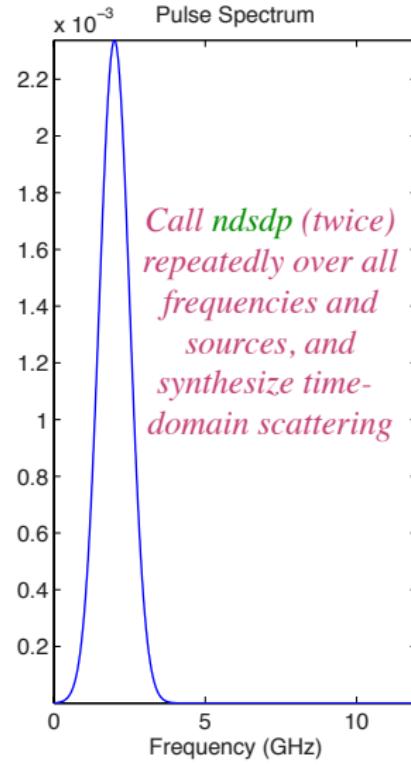
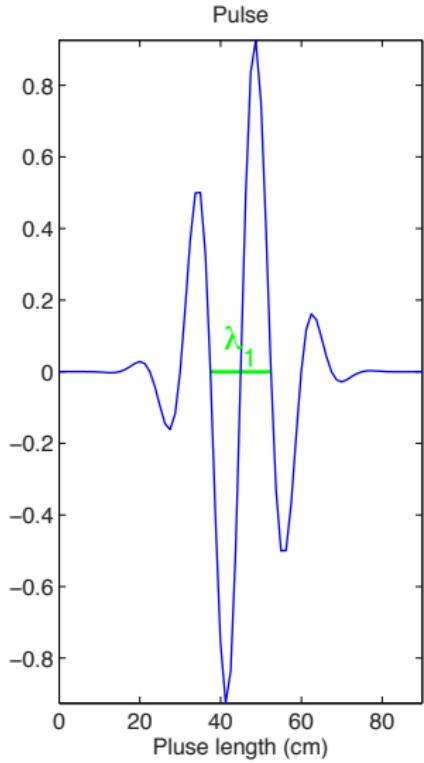
$$\psi^{\text{scat}}(\mathbf{r}, \mathbf{R}_n^t, \omega) = k_0^2 \sum_j \tau_j \mathbf{G}(\mathbf{r}, \mathbf{r}_j, \omega) \psi^{\text{tot}}(\mathbf{r}_j, \mathbf{R}_n^t, \omega)$$



Proof-of-Concept Incident Pulse



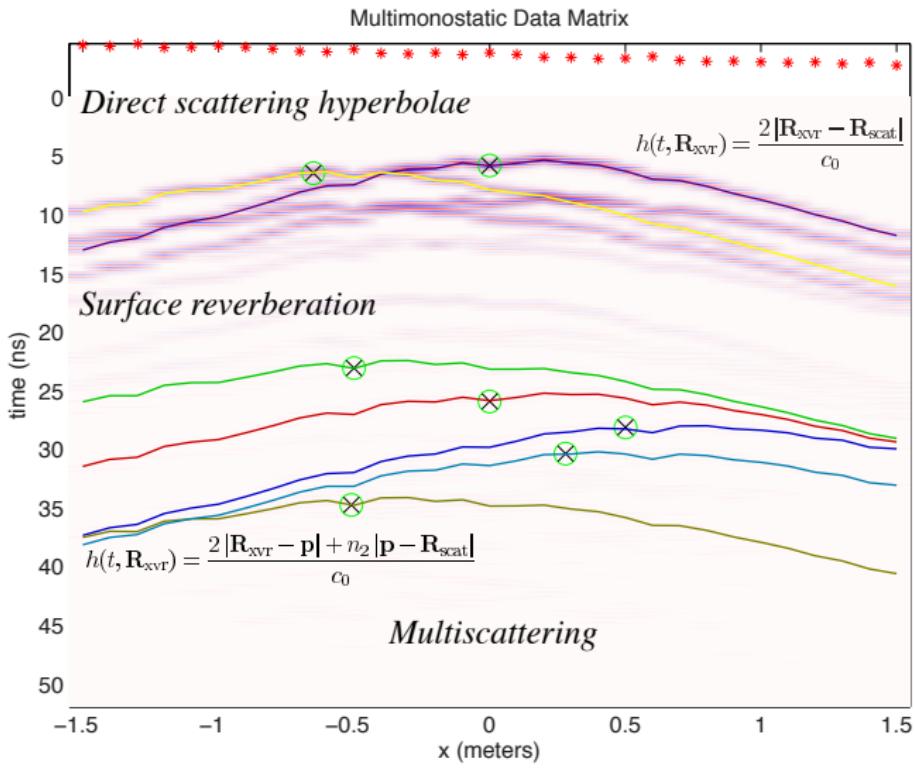
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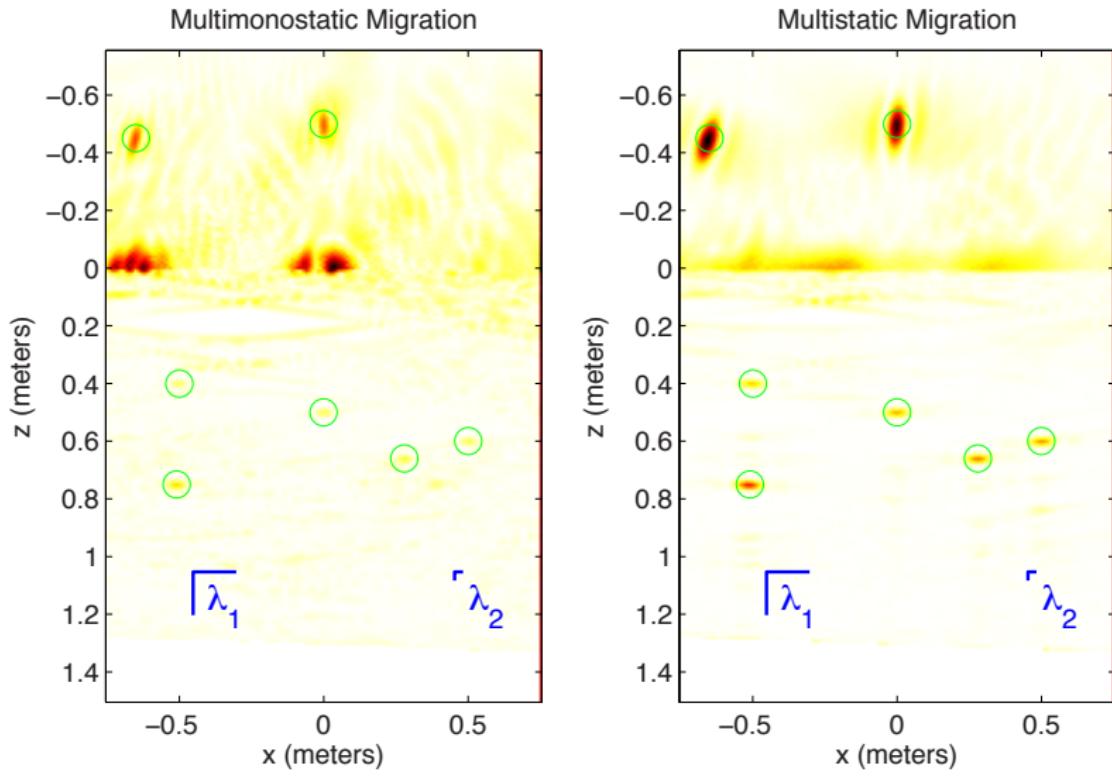
`ndsdsp` is fast



Multimonostatic Data Extracted from Multistatic Example



Migration



Comments

- ▶ Have an accurate working two-layer Foldy-Lax simulator
- ▶ Need to incorporate near field

